

# Nico Graves

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## Who am I?

- A passionate, creative **game designer, gameplay programmer, and educator** with an affinity for stories, experimentation, music, and individuality in game development.
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## What can I do?

- I'm a passionate, scrappy indie developer capable of developing games through planning, design, development, and release stages.
- I'm an experienced UI Developer, I've designed and shipped UI's that work with localization and multiplatform support.
- I'm **conversational in all aspects of game development**, which greatly helps me communicate ideas to diverse teams of varying skill sets.
- I have a strong command of the following programming languages : **C#, C++, Java, Python, and Javascript** , and am also comfortable using **Git**.
- I'm an excellent **speaker and communicator** with lots of practice from teaching ages 8-18 game design, web design, and programming for over 7 years.
- I'm an **educator with 7 years** experience teaching game development, programming, and self improvement to students aged 8-18.
- I have great time management skills honed through the constraints of solo development, indie contact work, and game jams.
- I'm a **Unity engineer**, with 7 years of personal/teaching experience, and 3 years of professional experience. I'm comfortable with a variety of unity supported tools (shadergraph, rewired, FMOD) as well as editor and engine scripting.
- I'm a huge fan and proponent of the **Godot Game Engine**. I've been working with it since 2021 for personal projects, and absolutely love it!
- I have experience in **community management**, which lends itself very well to communicating ideas in collaborative forums and workplaces.
- I have experience in **visual art, music, and sound design** through independent game development. I'm capable of and prefer working in many parts of a development cycle.
- I'm an excellent team member and leader, with experience organizing and coordinating with small (~5 person) teams.

- I have an **engineer's perspective on design**, the constraints of solo development excite and intrigue me. I love coming up with creative solutions to solve problems to overcome those constraints, and make my workflow more efficient and scalable.
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## My Work History

- **Gameplay/Engine Programmer at Life Nav LLC (2023-Now)**
  - Responsibilities :
    - Write scalable engine code using Unity to help create a demo of a isometric, 3d, music roguelike.
    - Iterate and advise on game design, ui, and music.
    - Create systems of procedural music generation and tie them into the isometric roguelike formula.
- **Game Design Contractor at Soupmasters (2023, brief one month contract)**
  - Responsibilities :
    - Designed Lua based syntax and workflow for mod support and internal development of a “Punchout” inspired game (Big Boy Boxing)
    - Iterate on user stories to help improve gameplay sequences.
      - Cutscenes, UI, boss design
- **Unity Developer at Game Grumps Inc (Homebody) (2022-2023)**
  - Responsibilities :
    - Testing and implementing gameplay features to a 3d psychological horror game.
    - Coordinating with a senior developer on priorities and strategies to meet deadlines.
    - Documenting, finding, and fixing bugs in the project.
    - UI implementation, gameplay programming, localization support, key mapping, and several other core gameplay systems.
    - Spiritual advisory
- **Assistant Manager and Unity Coach at The Coder School San Francisco (2018-Current)**
  - Responsibilities :
    - Teaching students (8-18) programming and game design.
    - Coordinating with and training new coaches, day to day operations.
    - Running our weekly D&D campaign with students.
- **Freelance Web Developer for Khonkor Enterprises (2015-2022)**
  - Responsibilities :
    - Management of [roycegracie.com](https://roycegracie.com).
    - Maintenance tasks for website backend.

- **Freelance Game Developer** (2020-Present)
    - Responsibilities :
      - Communicating and collaborating clients to bring their vision to life.
      - Design, assets, and development of the entire experience.
      - Organizing and leading small teams of creatives to deliver unique stylized experiences with limited resources.
  - **DevOps Intern at C3 Systems** (*Summer of 2018*)
    - Responsibilities :
      - Worked with a small support team to provide technical solutions to various local businesses.
      - Developed software for the support team.
        - Automation of monthly report generation. (*Python*)
        - Management of client information system. (*Python and C#*)
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## Education

- **Bachelors of Computer Science** from San Francisco State University (2019)
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## My Accomplishments/Finished Projects

### *-Professional Development and Design Work*

- **Homebody**
  - Psychological horror fixed camera perspective game, inspired by classic Clocktower games and Resident Evil.
  - UI Developer
    - I implemented the game's entire UI, which needed multiplatform and localization support
  - Technical Designer
    - I prototyped many new systems to the game including : Head IK, keyboard and tank controls to the player controller, and more
    - I refined many existing puzzles and systems together with the game director.

### *-Personal Work/Game Jams*

- **Zanderian Prince Simulator (Source Code) (GDD)**

- Web browser Lucas Pope inspired email scam simulator. Made in one week.
- Best Team Game in Repl.it's 2018 Money Game Jam
- Lead Developer, Programmer, Game and UI Designer (4 Person Team)
- ***Alibi (Source Code) (GDD)***
  - Interrogation focused criminal mystery game. Made in one week.
  - Top 10 for Audio in Brackeys Game Jam 2020.1
  - Lead Developer, Programmer, Game Designer, Audio Designer (2 Person Team)
- ***Condor***
  - Hacking themed grid based puzzle game. Made in three days.
  - Everything! (Solo Project)

## Hobbies/Interests

- Making beats, experimental ambient music, and jazz piano.
- Caring for and dotting on my many house plants.
- Running and playing in **D&D** and **GURPS** campaigns with friends and students.
- Playing the newest and weirdest games I can find and recommending them to friends.